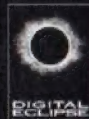


INSTRUCTION BOOKLET



MIDWAY HOME ENTERTAINMENT INC.

P.O. Box 2097 Corsicana, TX 75151

www.midway.com

Compilation © 2000 Midway Home Entertainment Inc. SPY HUNTER © 1984; ROBOTRON 204 © 1982; JOUST © 1982; ROOT BEER TAPPER © 1983; SINISTAR © 1992; DEFENDER © 1980 Midway Amusement Games, LLC. All rights reserved. All game titles are trademarks of Midway Amusement Games, LLC. MIDWAY and the Midway logo are trademarks of Midway Games Inc. Used by permission. Converted by Digital Eclipse Software Inc. Distributed under license by Midway Home Entertainment Inc. Nintendo, Nintendo 64 and the "N" logo are trademarks of Nintendo of America Inc. ©1998 Nintendo of America Inc. Licensed by Nintendo.

EmuMovies

PRINTED IN USA



NINTENDO 64



WARNINGS

THE OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.



EVERYONE
ANIMATED VIOLENCE

This game is compatible with the Controller Pak accessories. Before using the accessories, please read the Controller Pak accessory instruction booklet carefully. Follow on-screen instructions to determine when you should insert or remove the Controller Pak accessory.

MIDWAY CUSTOMER SUPPORT

(903) 874-5092

10:00 am - 6:30 pm Central Time

MONDAY - FRIDAY

Automated Help Line Open 24 Hours A Day



LICENSED BY

Nintendo

NINTENDO, THE OFFICIAL SEAL, NINTENDO 64 AND THE "N" LOGO ARE TRADEMARKS OF NINTENDO OF AMERICA INC. ©1996, 1999 NINTENDO OF AMERICA INC.

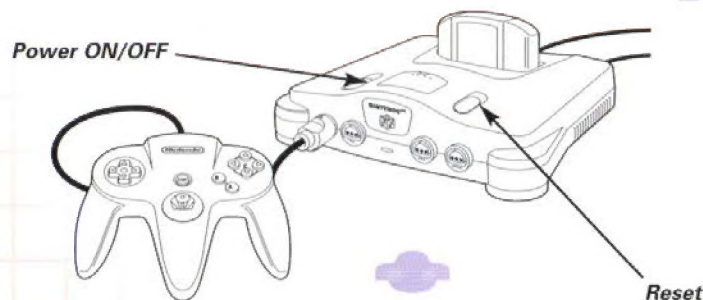
TABLE OF CONTENTS

| | |
|--------------------------------|---------|
| <i>Getting Started</i> | 3 - 4 |
| <i>Controller</i> | 5 |
| <i>Main Menu</i> | 6 |
| <i>In-Game Menus</i> | 7 |
| <i>Hints</i> | 8 |
| <i>DEFENDER®</i> | 9 - 10 |
| <i>JOUST®</i> | 11 - 12 |
| <i>ROBOTRON 2084®</i> | 13 - 14 |
| <i>ROOT BEER TAPPER™</i> | 15 - 16 |
| <i>SPY HUNTER®</i> | 17 - 18 |
| <i>SINISTAR®</i> | 19 - 20 |
| <i>Credits</i> | 21 |
| <i>Warranty</i> | 22 |

GETTING STARTED

- Turn the power OFF on your N64.
- Insert the Game Pak into the slot on the N64. Press firmly to lock the Game Pak in place. Insert all controllers.
- Turn the POWER switch ON. After the legal screens appear, you may go right to the game by pressing START.

WARNING: NEVER TRY TO INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON!



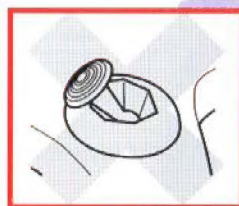
CONTROLLER PAK MENU

Press and hold **Start** upon powering up or reset to access the Controller Pak Menu. This will allow you to view and delete saved information from a Nintendo 64 Controller Pak.

GETTING STARTED

The Nintendo 64 **Control Stick** uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional **Control Pad**.

When turning the Control Deck power ON, do not remove the **Control Stick** from its neutral position on the Controller.



If the **Control Stick** is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the **Control Stick** to operate incorrectly.

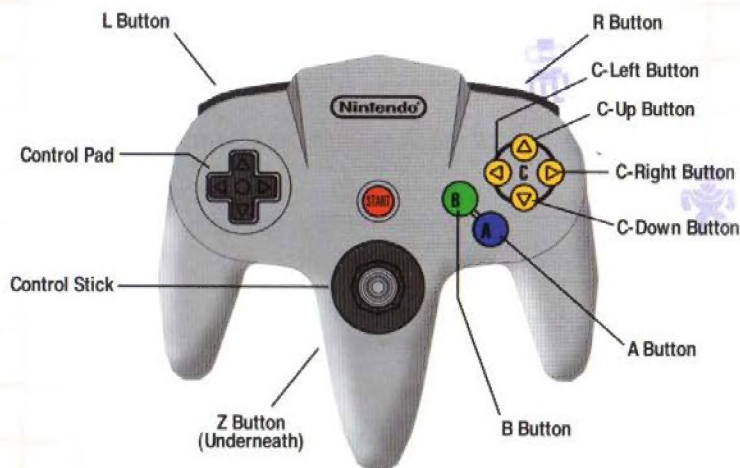


To reset the neutral position once the game has started, let go of the **Control Stick** so it can return to its center position (as shown in the picture on the left) then press **START** while holding down the **L** and **R** Buttons.

The **Control Stick** is a precision instrument, make sure not to spill liquids or place any foreign objects into it. If you need assistance, please contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center.

CONTROLLER

Before you begin playing, take a moment to learn the button locations on your controller. These buttons will be referenced throughout this instruction manual.



MENU/SUB-MENU NAVIGATION

When navigating through menu screens, use the **Control Pad** (or **Control Stick**) to highlight selections. Press the **A Button** to activate the selection (such as accessing another menu or saving a game for example). Pressing the **B Button** in any menu will exit you back to the previous screen.

QUITTING A GAME IN PROGRESS

Press **Start** to pause the game. The Pause Options Screen will appear. Highlight **Quit Game**, then press the **A Button**. You will be prompted that you're quitting a game. If you wish to quit the game, select **Yes** and press the **A Button**. If not, press the **B Button** to go back to the previous menu.

MAIN MENU

At the game's Title Screen, press **Start** to access the Main Menu.

The Main Menu is a virtual arcade complete with six classic arcade games. Press **Left** and **Right** on the **Control Pad** to view the games. To access that game, press the **A Button** then press the **A Button** again to go to that game.

Keep reading this manual for information on how to play these timeless hits, as well as how to adjust different options for each of them!



ARCADE TRIVIA



Select Arcade Trivia to test your video game knowledge and history. Once selected, you'll view multiple choice questions that will show whether or not you're as knowledgeable about video games as you think.

When you're done answering questions, you can quit. Press **Start**, then when prompted, select **Yes** to exit Arcade Trivia.

IN-GAME MENUS

While playing a game, you can access the **Pause Menu** by pressing **Start**. Each game has its own unique settings you can configure, but most are the same throughout. Use the **Control Pad** to navigate through the menu options. To select an option (or to access a sub-menu), press the **A Button**. Press the **B Button** to go back to the previous screen. Be sure to follow on-screen instructions in the game's original attract mode.



OPTIONS

Each game will have its own options you can adjust, such as **Difficulty**, **Points for an Extra Life**, turning the **Auto Save** ON or OFF, etc.

CONTROLS

You can configure your controller here. Highlight the action you want to change and press the **A Button**. Next, press the button you want to use for that action. When finished, highlight **BACK** and press the **A Button**.

SAVE

Make sure you have a Controller Pak connected in your controller before attempting to Save a game. You'll need 8 pages of free space on your Controller Pak to save your **High Scores**, **Settings** and **Controller Configurations**.

LOAD

Make sure you have a Controller Pak connected in your controller before attempting to Load a game. You will need 8 pages (1 note) of free space on your Controller Pak to load your **High Scores**, **Settings** and **Controller Configurations**.

CONTINUE

Continue the current game.

BACK TO ARCADE

Return to the Main Menu (arcade) to select a new game.

HINTS

We thought we'd help you out a little with some helpful hints for each game.

DEFENDER

- Use your **Smart Bombs** wisely.
- Rescue the humans! If captured, they will be turned into **Mutants**.

JOUST

- Stay away from the **Lava Pits**!
- Hit the **Pterodactyl** directly in the mouth to defeat it.

ROBOTRON 2084

- Don't stay in one place, it's easier to get killed.
- Hulk Robotrons can't be destroyed, so don't even try!

ROOT BEER TAPPER

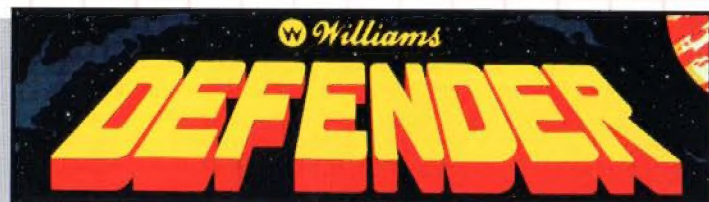
- Collect tips to slow down the flow of customers.
- Watch for the empty glasses - if they break, you'll have to start over.

SPY HUNTER

- Use your **oil slick** to permanently take out your enemies.
- The **more** speed you can maintain, the faster your points will add up.
- Earn **10,000** points before time runs out for a bonus.

SINISTAR

- Take out the **Warriors** first if you can, they're dangerous if left alone.
- Collect as many **minerals** as possible before taking on the **Sinistar**.

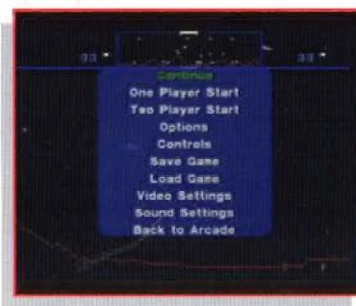


In the future, the galaxy is invaded by hostile alien forces. Attacking in countless swarms, the aliens decimate all planets they encounter. Those who survive the initial invasions are harvested to serve the alien invaders. Mankind's only hope lies in you, the Defender!

Navigate your starfighter through a hideous maze of alien forces. Destroy all those who stand in your way as you race to save the planet's inhabitants from being harvested. If an alien is taking a civilian off of the planet, carefully aim and blast the alien away. You must be quick on the throttle though. The civilian will fall to their death if you don't pick them up in time.

Your ship is equipped with the latest in intergalactic combat technology. Use its Smart Bombs, Warp activation equipment and fast response time to your advantage. It won't be an easy mission, but you're all the galaxy has left!

DEFENDER

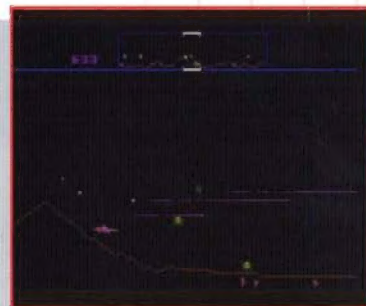


DEFENDER CONTROLS (DEFAULT)

| | |
|------------|---------------------|
| 1P START | - L Button |
| 2P START | - R Button |
| UP | - Control Pad Up |
| DOWN | - Control Pad Down |
| LEFT | - Control Pad Left |
| RIGHT | - Control Pad Right |
| FIRE | - C-Left Button |
| SMART BOMB | - C-Up Button |
| HYPERSPACE | - C-Down Button |

POINTS BREAKDOWN

| | |
|--------------|---------------|
| Lander | - 150 points |
| Mutant | - 150 points |
| Swarmer | - 150 points |
| Baiter | - 200 points |
| Bomber | - 250 points |
| Pod | - 1000 points |
| Saved Humans | - 500 points |



JOUST

Take to the skies on your trusty steed and duel with the armies of evil. This molten arena is home to flying vultures and sinister lava trolls.

Vanquish your enemies as fast as you can to avoid the dreaded Pterodactyl! This (unbeatable?) creature rules the skies and should be avoided at all costs.

Evil knights are transported into the arena to do battle with you. Take them out by landing on top of them. If you choose to attack them head on, make sure you are slightly higher in the air than they are.

Upon defeating an enemy, they will be enclosed in an egg and scattered on the battlefield. Collect these eggs before they hatch for points and to ensure they don't turn into warriors again!

JOUST



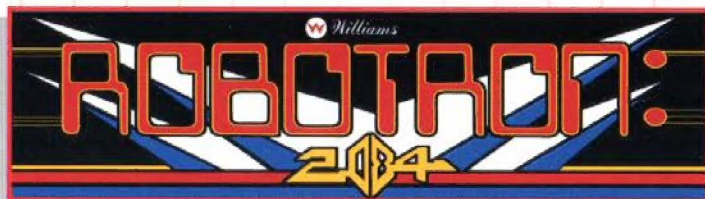
JOUST CONTROLS (DEFAULT)

- TURN LEFT - Control Pad Left
- TURN RIGHT - Control Pad Right
- FLAP WINGS - A Button (press rapidly)



POINTS BREAKDOWN

- Bounder - 500 points
- Hunter - 750 points
- Shadow Lord - 1500 points
- Pterodactyl - 1000 points
- Eggs / Flightless Knight - 250 points (points multiply for more collected)



In the near future, humanity has been nearly wiped out by Robotrons. Your mission is to defend the last human family on the planet. The fate of our race depends on you and you alone!

This fast-paced arcade classic puts you up against a variety of obstacles. Not only must you blast your way through the countless hordes of Robotrons, but you must save as many humans as possible! Each level is a virtual deathtrap complete with swarms of Grunt Robotrons, unstoppable Hulk Robotrons and danger galore!

ROBOTRON 2084

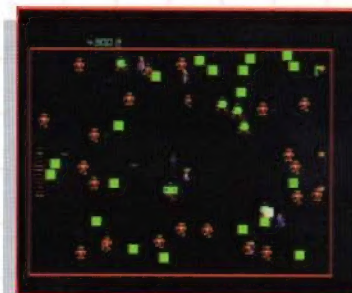


ROBOTRON 2084 CONTROLS (DEFAULT)

- MOVE LEFT - Control Pad Left
- MOVE RIGHT - Control Pad Right
- MOVE UP - Control Pad Up
- MOVE DOWN - Control Pad Down
- FIRE LEFT - C-Left Button
- FIRE RIGHT - C-Right Button
- FIRE UP - C-Up Button
- FIRE DOWN - C-Down Button

POINTS BREAKDOWN

- Electrodes - No points
 - Grunt Robotrons - 100 points
 - Hulk Robotrons - Invincible
 - Spheroid - 1000 points
 - Quark - 1000 points
 - Cruise Missiles - 25 points
 - Prog - 100 points
 - Enforcer - 150 points
 - Tank - 200 points
 - Saved Humans - 1000 points
- (points multiply for additional ones saved)





You're all alone, the last of the Root Beer Servers and everyone and their mother is thirsting for a tall, icy cold mug. They're coming from near and far. Cowboys, Athletes, Punk Rockers and even a few ET's are on their way. Their thirst, however, is all they can think about.

They will come at you again and again with no remorse until their thirsts are satisfied. If they reach the end of the counter before you can serve them their Root Beer, they will not be happy and may have to resort to violence.

Make sure to serve 1 Root Beer per customer and to be wary of the Root Beer bandit who is always ready to mix your Root Beers up. So, it's up to you to keep all the customers happy by tapping Root Beer, then sliding it to them before they reach the end of the counter. Who knows, they may even leave a tip!

ROOT BEER TAPPER

TAPPER CONTROLS (DEFAULT)

- MOVE LEFT - Control Pad Left
- MOVE RIGHT - Control Pad Right
- MOVE UP - Control Pad Up
- MOVE DOWN - Control Pad Down
- TAP - A Button



POINTS BREAKDOWN

- Slide a patron out the door in the Saloon - 50 points
- Slide a patron out the door in the Sports Bar - 75 points
- Slide a patron out the door in the Punk Bar - 100 points
- Slide a patron out the door in the Alien Bar - 150 points
- Catch an Empty Glass - 100 points
- Pick up a tip - 1500 points
- Pick the correct can in the Bonus Round - 3000 points
- Clear a stage - 1000 points



The **BADGUYS** are at it again and the **Freeways** are no longer safe. **BADGUY** Spies from all over have come to wreck havoc and chaos to this once peaceful area. Your mission is to destroy all suspicious vehicles, but not the innocent motorists that also occupy the road.

This sounds difficult, so we will supply you with as much info as possible. Details are sketchy right now as to who is behind this, but our intelligence network has come up with a few of the vehicles that the **BADGUYS** are using. We've code named cars with tire disabling abilities as "Switchblades." Bullet proof bullies have been dubbed "Road Lords," Be wary of the "Enforcers" for they are employed with men who specialize in Double Barrel Shotguns. Make sure to clear them ALL out. Oh yes, there's another thing - "The Mad Bomber." It's a fast attack Copter that loves to drop bombs.

We'll supply you with the G-6155 CIA Prototype Interceptor that includes FV (fast vehicle)-Gasnata with Durani II Superturbos, 20mm machine gun cannons, optional Super Slick anti-tailgating deterrents, Wang Type IV Smoke Screens, and Sutji-Wasp Missiles.

Replenishment of armaments will be available, thanks to Weapons Vans located in key areas. We also have a Prototype Speedboat, the FB (fastboat) - JT101 on standby. The waterways are also plagued with **BADGUYS**: "Barrel Dumpers" and "Dr. Torpedo" himself may be on the prowl. Delay no longer, the situation gets more critical by the second...good hunting!

SPY HUNTER



SPY HUNTER CONTROLS (DEFAULT)

- GAS** - Control Pad Up
- BRAKE** - Control Pad Down
- MOVE LEFT** - Control Pad Left
- MOVE RIGHT** - Control Pad Right
- WEAPONS VAN** - A Button
- SHIFT** - B Button
- MACHINE GUN** - C-Down Button
- SMOKE SCREEN** - C-Left Button
- OIL** - C-Right Button
- MISSILE** - C-Up Button

POINTS BREAKDOWN

- The Race Lord - 150 points
- Switch Blade - 150 points
- The Enforcer - 500 points
- The Mad Bomber - 700 points
- Barrel Dumper - 150 points
- Doctor Torpedo - 500 points





Deep in space, trouble is brewing. Hidden within planetoid fields lies an evil force known as Sinistar! This ageless phantom of space collects floating debris to form its evil shape. When the Sinistar is formed, no ship is safe!

Fast and powerful, the Sinistar does have its weakness. Floating planetoids contain valuable minerals which can be forged into seeking bombs! Use these bombs to blast away the wicked amalgamation of Sinistar!

SINISTAR



SINISTAR CONTROLS (DEFAULT)

- MOVE LEFT - Control Stick Left
- MOVE RIGHT - Control Stick Right
- MOVE UP - Control Stick Up
- MOVE DOWN - Control Stick Down
- FIRE - A Button
- BOMB - B Button

POINTS BREAKDOWN

- Planetoids - 5 points
- Workers - 150 points
- Crystals - 200 points
- Warriors - 500 points
- Sinistar Pieces - 500 points
- Destroy the Sinistar - 15000 points



CREDITS

MIDWAY GAMES TEAM

PRODUCERDavid Brooks
ASSOCIATE PRODUCERWill Shen
ASSISTANT PRODUCERJason Shiginaka
TECHNICAL DIRECTORPaul Lefevre
PRINT DESIGN & PRODUCTIONMidway Creative Services - San Diego
TESTING MANAGERHans Lo
TESTING SUPERVISOREric Narvaez
LEAD PRODUCT ANALYSTJim McClure
PRODUCT ANALYSTSSteve Cupp, Eric Lafreniere, Laura Jones,
Rob Parnell & Kalum Truett
TECHNICAL STANDARDS ANALYSTSZach McClendon
PRODUCT MARKETING MANAGERSPhil Marineau
SPECIAL THANKSDeborah Fulton & the Original Game Creators

DIGITAL ECLIPSE TEAM

LEAD PROGRAMMERPhilip Freitas
LIBRARY PROGRAMMERCraig Stewart
TECHNICAL DIRECTORJeff Vavasour
EMULATION PROGRAMMERJeff Vavasour
Z-80 EMULATIONGeorge Phillips & Peter Phillips
ARTISTSBoyd Burggrabe, Sebastian Hyde
Andy Chiu & Granted Savage
INTERFACE MUSICRobert Baffy
PRODUCERWilliam Baffy
SPECIAL THANKSAndrew Ayre, Emory Georges & Mike Mika

WARRANTY

MIDWAY HOME ENTERTAINMENT INC. warrants to the original purchaser of this Midway Home Entertainment Inc. software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Midway Home Entertainment Inc. software program is sold "as is," without express or implied warranty damages of any kind, and Midway Home Entertainment Inc. is not liable for any losses or damages of any kind resulting from the use of this program. Midway Home Entertainment Inc. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Midway Home Entertainment Inc. software product, postage paid, with proof of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Midway Home Entertainment Inc. software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE MIDWAY HOME ENTERTAINMENT INC. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE.

IN NO EVENT WILL MIDWAY HOME ENTERTAINMENT INC. BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS MIDWAY HOME ENTERTAINMENT INC. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Midway Customer Support
903 874-5092

10:00am - 6:30pm / Central Time
Monday - Friday
Automated help line open 24 hours a day

Midway Home Entertainment Inc.
P.O. Box 2097
Corsicana, TX 75151-2097
www.midway.com